

RECEIVED
CENTRAL FAX CENTER
DEC 19 2007

IN THE CLAIMS:

1. (CURRENTLY AMENDED) A gaming machine system, including: a processor determining a result of a slot machine game at predetermined intervals between game results that are processor controlled times or time intervals, without any player initiating the game; and a plurality of terminals communicatively linked to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor.
2. (PREVIOUSLY PRESENTED) A gaming machine system as claimed in claim 1, wherein said processor is adapted to determine individual payouts for each terminal based on the communal result and a wager made at the respective terminal.
3. (PREVIOUSLY PRESENTED) A gaming machine system as claimed in claim 1, wherein said processor is operatively coupled to at least one display means for displaying the communal result.
4. (CURRENTLY AMENDED) A gaming machine system as claimed in claim 3, wherein ~~[[said processor determines communal results at predetermined intervals, and]]~~ the time to the next interval is displayed on the display means and/or each terminal.
5. (ORIGINAL) A gaming machine system as claimed in claim 1, wherein each terminal includes a player interface that displays a history of player wagers, previous communal results, or other selected data.
6. (ORIGINAL) A gaming machine system as claimed in claim 5, wherein said player interface assists the player of each terminal to place wagers on the slot machine game.
7. (CURRENTLY AMENDED) A method of operating a gaming machine system having processor and a plurality of terminals linked thereto, said method including the steps of: a processor making game result determinations at predetermined intervals between game

12/19/2007 17:03:06 00000000 501391 10660963
01 FC:1201 420.00 DA

results or at predetermined time controlled by the processor independent of any player initiation; at least one player making a wager on a slot machine game at any respective terminal within the predetermined interval or before said predetermined time; determining the result of the slot machine game with said processor on actual or simulated reels at the end of the predetermined time interval or time; providing said result to all of said plurality of terminals as a communal result; and awarding any payout to said at least one player dependent on the communal result and the wager made by said player.

8. (PREVIOUSLY PRESENTED) A method as claimed in claim 7, further including the step of displaying the determined communal result with said processor.

9. (CANCELLED)

10. (ORIGINAL) A method as claimed in claim 7, further including the step of, once the communal result is determined, displaying the time remaining until the result of the next slot machine game is to be determined.

11. (CURRENTLY AMENDED) A method of playing a communal slot machine game on a gaming machine system, including the steps of:

players making wagers only at respective terminals included in said gaming machine system;

whether or not said wagers have been made, rotating a plurality of actual or simulated moving reels included in said gaming machine system a predetermined or random number of times, each moving reel having symbols marked on faces thereof; stopping the rotation of said moving reels to display a combination of said symbols representing a communal result; and

providing said communal result which is effective in resolving any wagers made at any communal slot machine to all of said terminals, the outcome at each terminal being dependent on said communal result; and payments at said terminals being dependent upon whether a wager has been made at said terminals.

12. (CURRENTLY AMENDED) A gaming machine system, including: a processor determining a result of a slot machine game; and a plurality of terminals each of which is physically separate from said processor and linked via communication means to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor at time intervals or at times predetermined by the processor without player initiation, wherein only said terminals can ~~[[received]]~~ receive individual wagers by players before said processor predetermined time or within said processor predetermined time interval.

13. (CURRENTLY AMENDED) The method of claim 12 wherein ~~[[a processor determines the outcome,]]~~ the outcome is a communal outcome, and the processor enables display of the outcome on a communal display.

14. (PREVIOUSLY PRESENTED) The method of claim 13 wherein the processor also enables display of the communal results on individual displays on each of said terminals in addition to the communal display.

15. (CANCELED)

16. (PREVIOUSLY PRESENTED) A method as claimed in claim 15, further including the step of, once the communal result is determined, displaying the time remaining until the result of the next slot machine game is to be determined.

17. (CURRENTLY AMENDED) A gaming machine system, including: a processor determining a result of a slot machine game having actual or simulated symbols displayed in reel format at processor controlled times or time intervals without player initiation; and a plurality of terminals communicatively linked to said processor, the outcome at each said terminal being solely dependent on the single, communal result determined by said processor.